B-17™ BOMBER

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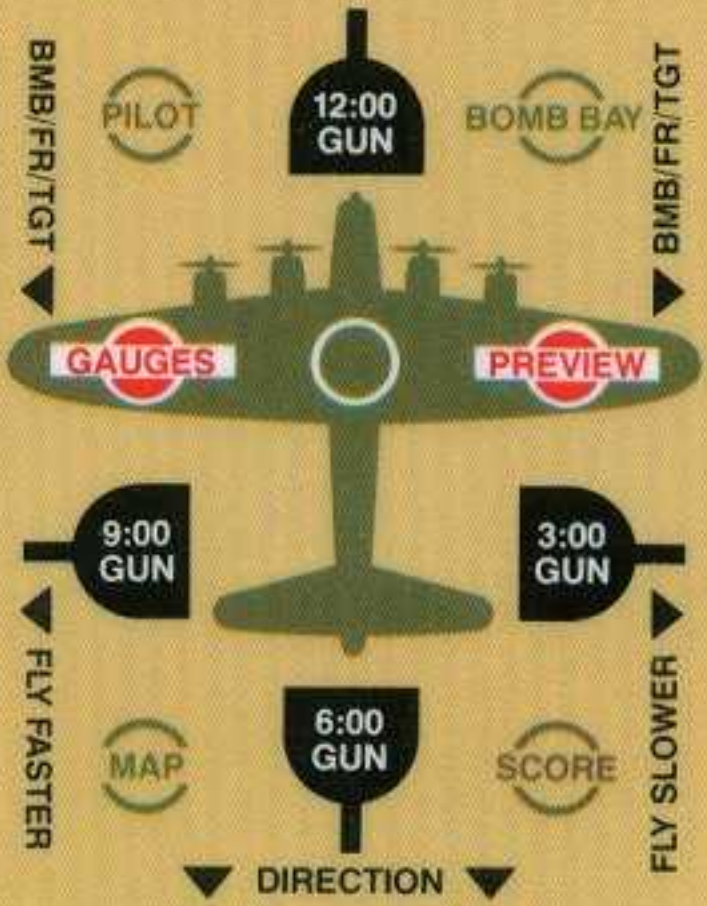

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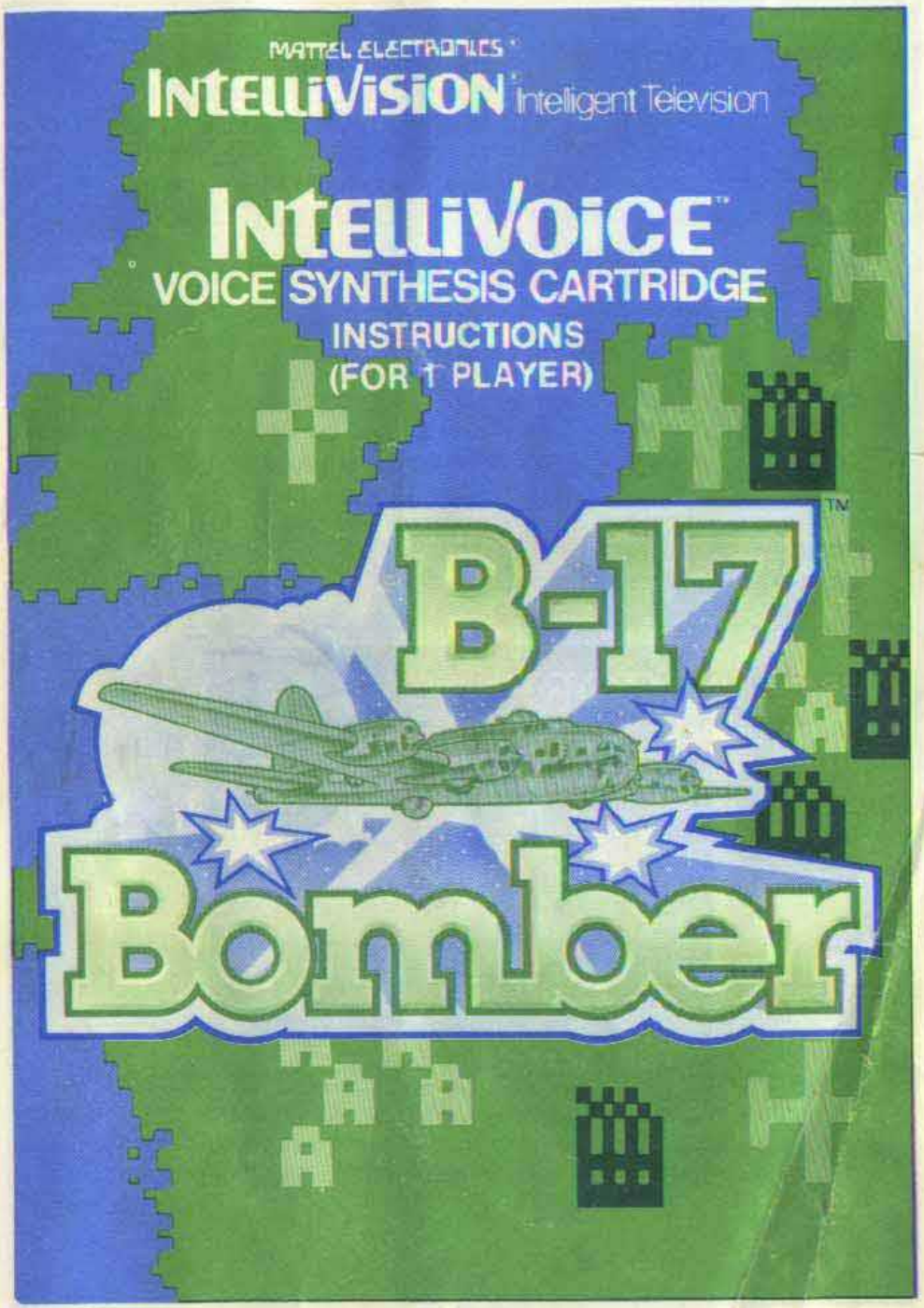
INTELLIVISION® Intelligent Television

INTELLIVOICE™

VOICE SYNTHESIS CARTRIDGE

INSTRUCTIONS (FOR 1 PLAYER)



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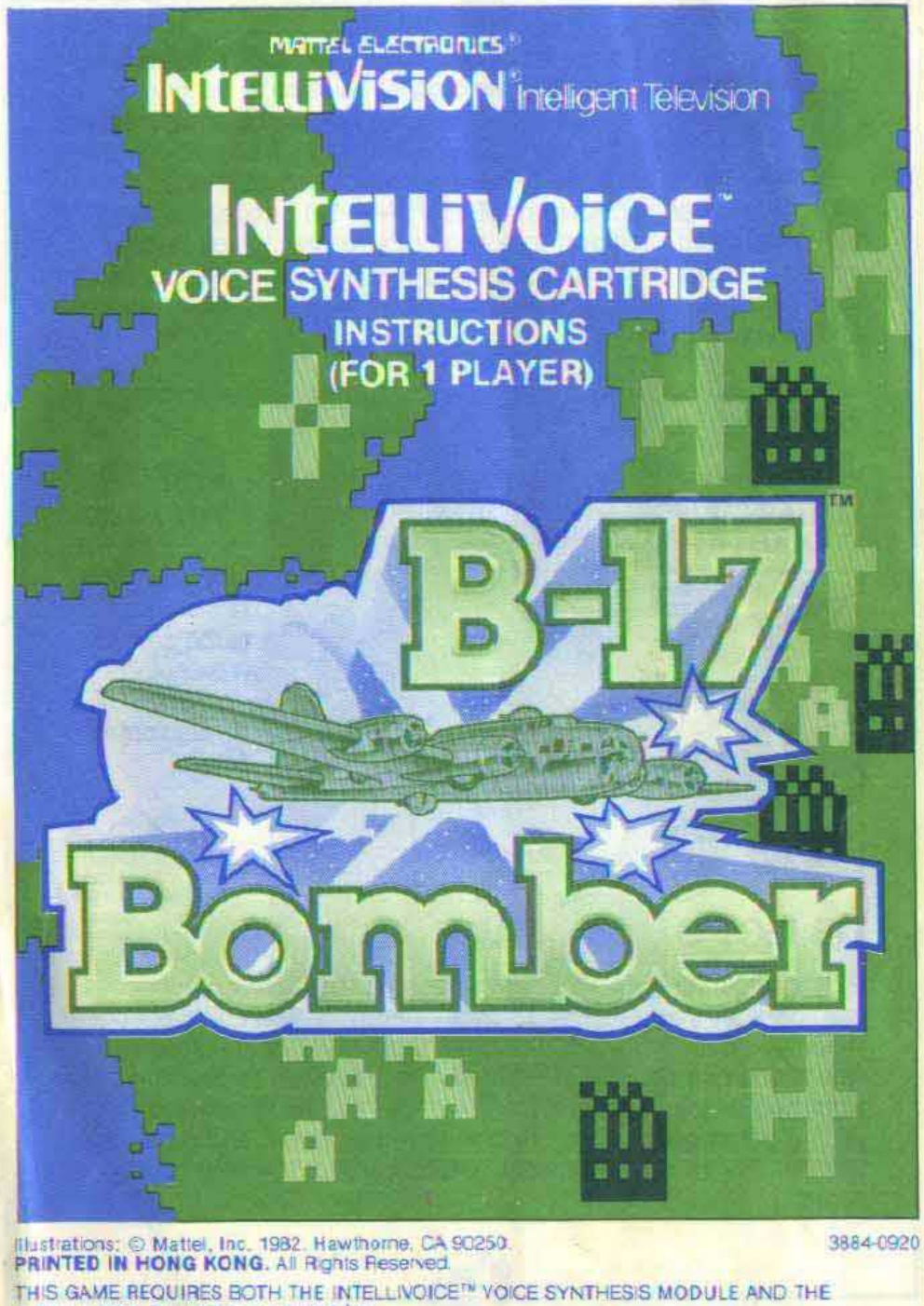

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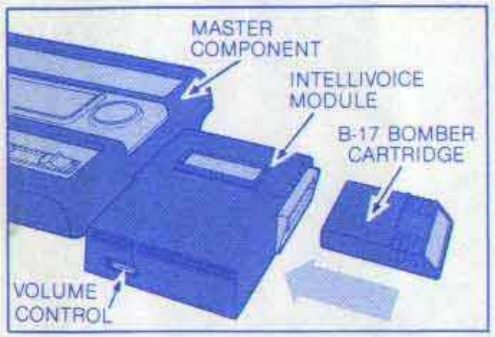
THIS GAME REQUIRES BOTH THE INTELLIVOICE™ VOICE SYNTHESIS MODULE AND THE INTELLIVISION® MASTER COMPONENT.

In the last years of World War II, the Allies prepared for the biggest invasion in history. Across the English Channel, "Fortress Europe" waited. From the North Sea to the Mediterranean, countless air raids were flown over factories...airfields...refineries...warships. The USAAF B-17, together with RAF Lancasters and Sterlings, took heavy explosives to key targets across Europe. The bombers met fighter planes and deadly flak. It took great teamwork and fast reflexes to complete each mission and get back to England.

Now the computer lets YOU relive some of those heroic battles in the sky...

B-17™BOMBER IS PROGRAMMED FOR USE WITH *BOTH* THE MASTER COMPONENT AND INTELLIVOICE™VOICE SYNTHESIS MODULE.



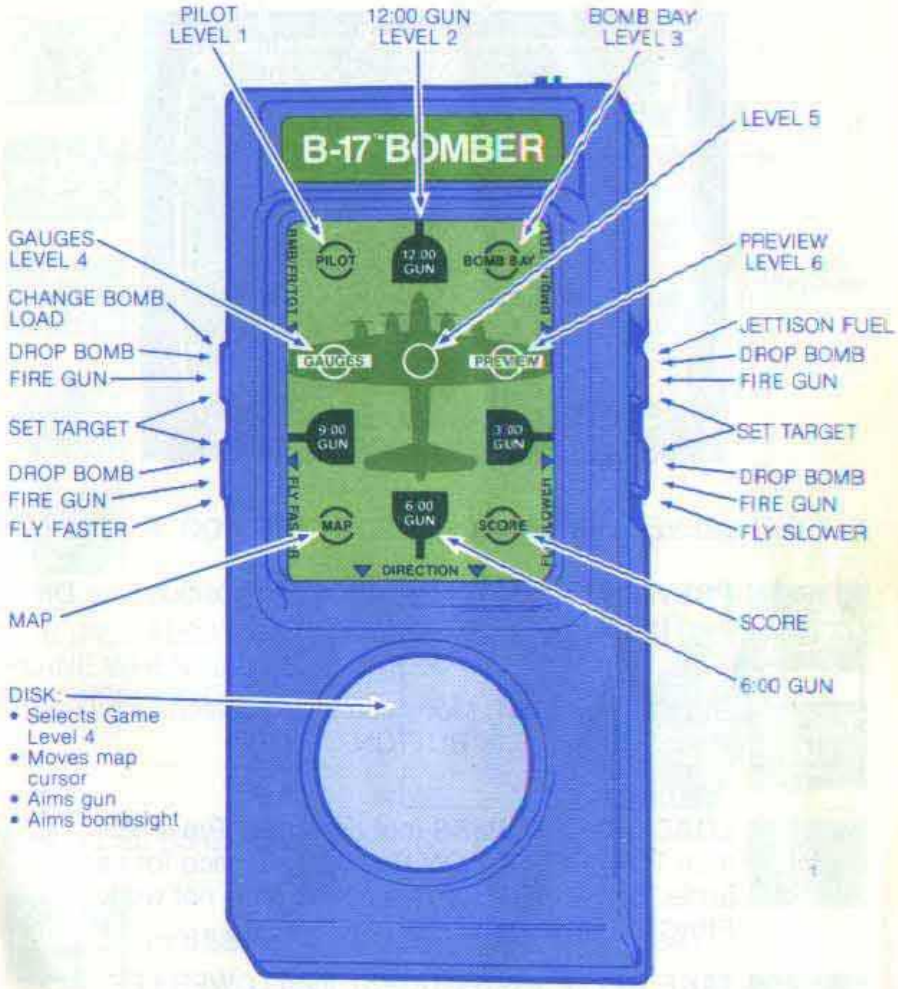
Plug Voice Synthesis Module into game console. Then insert game cartridge into Voice Synthesis Module (see INTELLIVOICE instructions for equipment connection details).

OBJECT OF THE GAME

Pick a target, then fly to it. The voices of your fellow crew members tell you when and where enemy fighters and flak appear. When you hear a "bandit's" position, move to the machine gun where you can get a shot at the fighter. Over the target, aim bombsight and release bombs. Watch the fuel and don't stay too long: you've got to get back to England to refuel, rearm and repair your bomber. Fly as many missions as you can, for the best game score.

GAME CONTROLS

Slide overlays in hand controller frames so they cover the keypads.



CONTROLS IN BRIEF

PHASE I: Strategic Map

SET SKILL LEVEL. See page 4.

PREVIEW — **PREVIEW TARGET.** Move cursor to position (use Disc), then press [PREVIEW].

SELECT TARGET. Move cursor to position (use Disc). Press ANY ACTION BUTTON.

LOAD MORE BOMBS (not essential). Press [GAUGES], then TOP LEFT ACTION BUTTON — once for each added bomb. NOTE: This function does not work at PRACTICE Skill Level.

GAUGES — **TAKE OFF.** Press [GAUGES], then LOWER LEFT ACTION BUTTON. KEEP PRESSING UNTIL TOP ENGINE SPEED IS REACHED (2500 RPM). Stay at 2500 RPM to gain altitude and increase airspeed.

PHASE II: In-flight action

Listen to crew voice warnings about attacking fighters. To **SEE ENEMY PLANES,** press directional GUN key. (Page 7)

12:00 GUN — To **FIRE MACHINE GUN.** Aim with Disc, then press ANY ACTION BUTTON.

GAUGES — To **CHECK FUEL, SPEED, ALTITUDE, etc.,** press [GAUGES].

GAUGES — To **CHANGE ENGINE SPEED,** press [GAUGES], then LOWER ACTION BUTTON: LEFT to go faster, RIGHT to go slower.

MAP — To **CHECK MAP,** press [MAP].

PILOT — To **CONTROL PLANE,** press [PILOT] and use Disc:

THE DISC ALSO CONTROLS PLANE WHEN GAUGES ARE DISPLAYED.

PHASE III: Bomb run

BOMB BAY — To **SEE TARGET** below, press [BOMB BAY]

AIM BOMBSIGHT with DISC — **DROP BOMBS** by pressing ANY ACTION BUTTON.

HOW TO PLAY B-17™ BOMBER

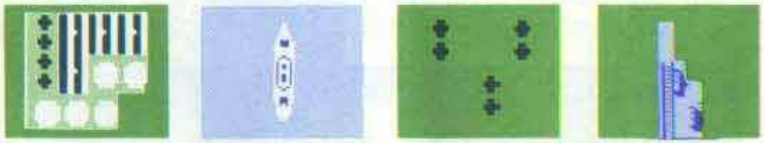
When game cartridge is inserted in the INTELLIVOICE module, press RESET. The copyright message appears and a voice announces the start of the game. Press DISC. You see...

THE NEXT CONTROL YOU TOUCH DETERMINES THE GAME SKILL LEVEL.

PRESS...	LEVEL	INITIAL PAYLOAD*	ENEMY DEFENSES
PILOT	Practice	200 Bombs	Easy to fight off
	2	10 Bombs	Easy to fight off
BOMB BAY	3	8 Bombs	More fighters & flak
GAUGES	4	6 Bombs	Moderately tough
	5	4 Bombs	Very tough
PREVIEW	6	2 Bombs	Awesome!

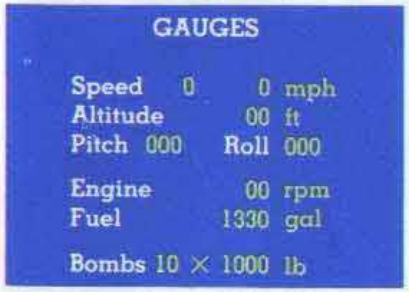
*NOTE: AT GAME LEVELS 2 THROUGH 6 THESE BOMB LOADS CAN BE CHANGED TO ANY NUMBER FROM 1 TO 17. BUT MORE BOMBS MEAN LESS FUEL!

PREVIEW TARGETS. Move cursor to any target. Press PREVIEW. You see a closeup of that target and its score value. To check another target, press MAP and relocate cursor. Industrial targets and warships more distant from England have higher score values. Airports score 5 points; AA batteries score 1 point each.



INDUSTRY WARSHIP AA GUNS AIRPORT

SET DESTINATION. Move cursor to any location. Press ANY ACTION BUTTON. That position flashes, and is your flight destination. Set a direct route to the target, or head for an intermediate checkpoint. You can re-set your destination any time during the flight when the map is displayed.



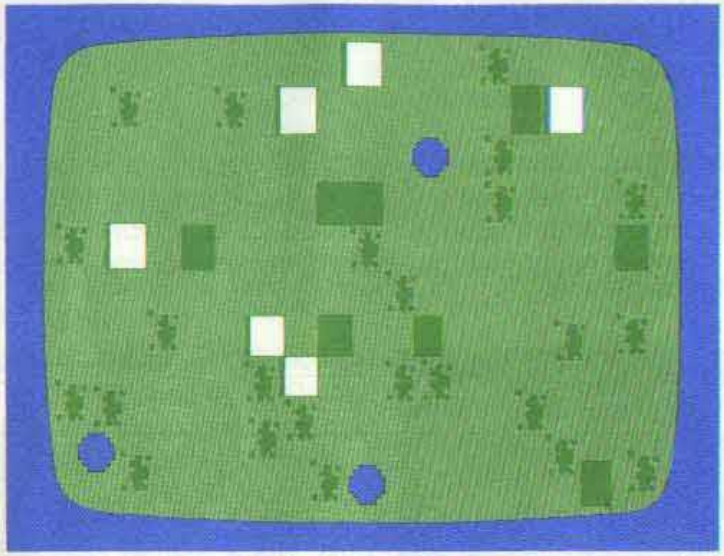
READY FOR TAKEOFF. Press GAUGES to see assigned bomb load and fuel supply (determined by the Skill Level you picked). To carry more bombs and less fuel, press TOP LEFT ACTION BUTTON. The computer adds one bomb each time this button is pressed. Maximum load: 17. After 17, the number of bombs recycles as the button is pressed repeatedly. The computer subtracts an equal weight of fuel to keep payload within the B-17's capacity. (NO EXTRA BOMBS AT PRACTICE LEVEL)

RIGHT NUMBER IS CURRENT SPEED; LEFT NUMBER IS PROJECTED SPEED AT CURRENT CONTROL SETTINGS.

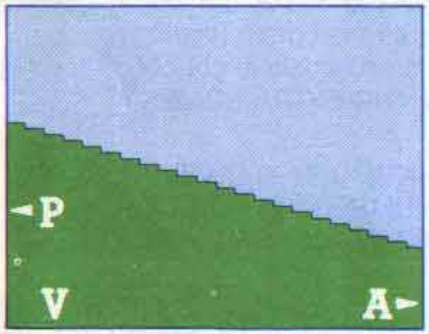
TAKEOFF. When Gauges are displayed, use Disc to set PITCH and ROLL settings to zero. Start engines by pressing LOWER LEFT ACTION BUTTON. **Keep pressing** until RPM reaches maximum

power (2500). As you approach takeoff speed above 90 MPH, touch bottom of Disc to raise the plane's nose and start climbing. Adjust pitch to increase altitude while maintaining airspeed.

At 500 ft., the BOMB BAY door opens. To see a straight-down view, press that key.

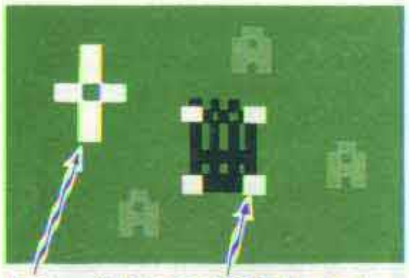


VIEW THROUGH THE BOMB BAY DOOR



IN THE PILOT'S SEAT. To see a view from the plane's cockpit, press PILOT. You see the horizon, which is green if the B-17 is over land and blue if over water. Turn left or right, change altitude with the Disc. These indicators show current control settings:

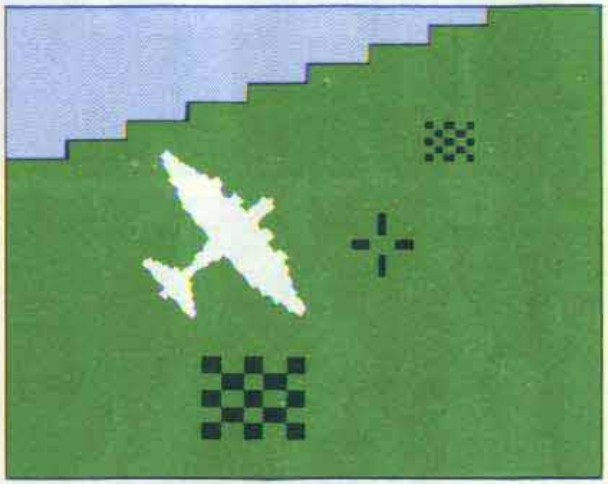
P = Pitch
V = Velocity
A = Altitude



B-17 CURRENT TARGET (flashing)

NAVIGATION. Press MAP to see the Navigator's view. You can change destination any time during the flight. Move the cursor to the location you want, then press ANY ACTION BUTTON. The new destination starts flashing.

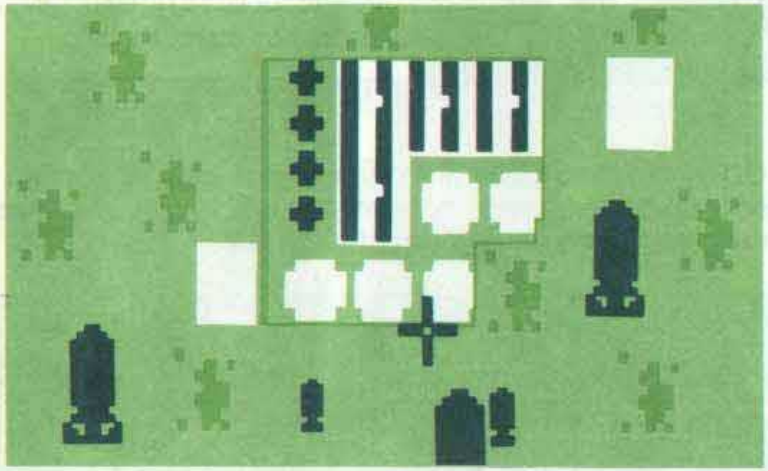
SHOOT DOWN "BANDITS". When you hear warnings of approaching enemy fighters, move to the machine gun where you can see the attacker. Press one of these keys:



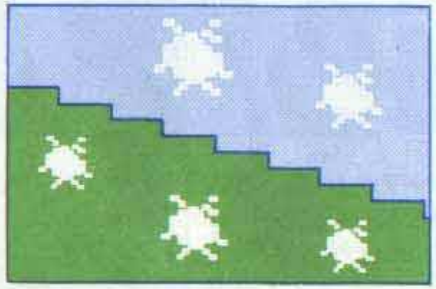
Aim gunsight with Disc, then press ANY ACTION BUTTON to shoot. Red numerals in upper right corner indicate remaining rounds (each burst contains 10 bullets).

IF FIGHTERS SHOOT YOU FIRST YOU SEE 3 BULLET HOLES IN GUN PORT. THAT MACHINE GUN IS DISABLED FOR REMAINDER OF THE MISSION. IT WILL BE REPAIRED WHEN YOU RETURN TO ENGLAND.

BOMBS AWAY! When you get close to the target zone, press BOMB BAY to see the Bombardier's view. When you hear the warning "Target in sight", get ready to aim bombsight with the Disc. To drop bombs, press ANY ACTION BUTTON.



IF YOUR PLANE HAS BEEN DAMAGED BY FLAK, THE BOMBSIGHT MAY NOT APPEAR. YOU CAN STILL AIM BOMBS, BUT WITHOUT THE AID OF VISIBLE CROSSHAIRS.



FLAK ATTACK. When your bomber is being fired upon by ground batteries you see and hear black bursts of flak. To lessen the chances of being hit, press PILOT or GAUGES. Change airspeed, altitude, bank left or right — move around to present a more difficult target.

GET HOME SAFELY! The game continues until your plane crashes. Fly as many missions as you can. Save enough fuel for the return trip. If you are at a relatively high altitude, set pitch to fly in a slow descent. Reduce RPM to conserve fuel. Maintain at least 90 MPH airspeed to avoid stalling. If you need to jettison fuel to maintain airspeed, press either TOP ACTION BUTTON.

If you clear the English coast on your return, the computer will "land" you automatically.

SCORING. Press SCORE any time during the game to see net points for the current mission and the game so far. You get 2 points for each enemy fighter you hit, and target scores as indicated on Preview displays. Bonus points are awarded for completing each mission.

Points are deducted for hits on the B-17. There's a **heavy** score penalty if you bomb England!

SCORE

Bandits	12
Target	65
B17 Hits	— 38
Mission	50
Game	150